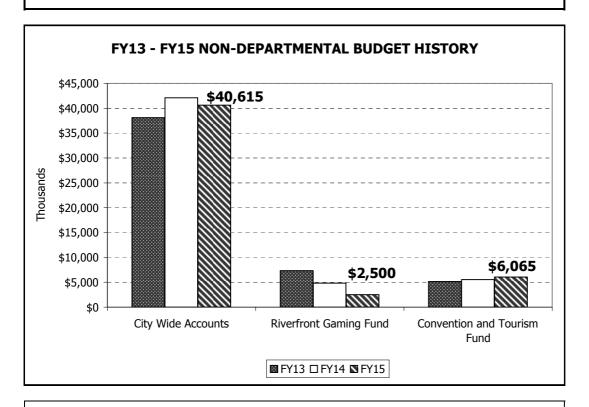


NON-DEPARTMENTAL

BUDGET BY DIVISION	ACTUAL FY13	BUDGET FY14	BUDGET FY15
190 City Wide Accounts	\$38,082,980	\$42,119,061	\$40,615,258
General Fund	\$38,082,980	\$42,119,061	\$40,615,258
Riverfront Gaming Fund	\$7,337,389	\$4,800,000	\$2,500,000
Convention and Tourism Fund	\$5,180,000	\$5,535,000	\$6,065,000
TOTAL DEPARTMENT ALL FUNDS	\$50,600,369	\$52,454,061	\$49,180,258

PERSONNEL BY DIVISION	ACTUAL FY13	BUDGET FY14	BUDGET FY15
190 City Wide Accounts	0.0	0.0	0.0
TOTAL DEPARTMENT ALL FUNDS	0.0	0.0	0.0

NON-DEPARTMENTAL

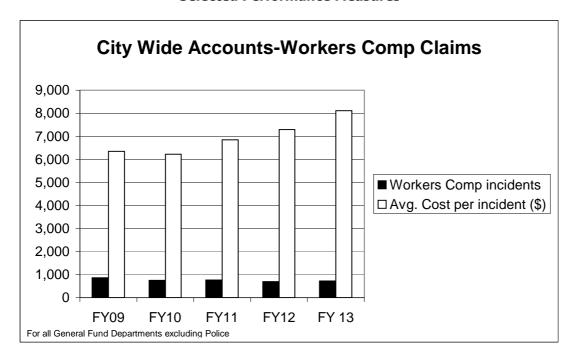


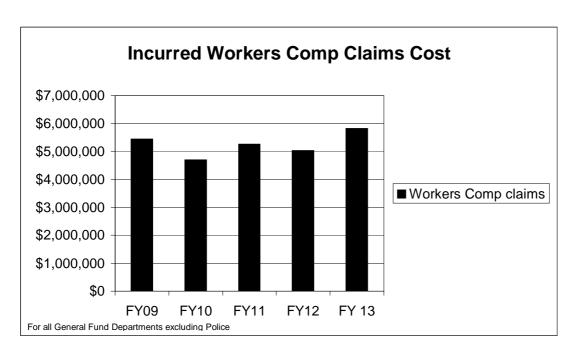
DIVISION HIGHLIGHTS

- O Citywide Accounts workers compensation amount to decline \$3.2M with all but \$200k to be distributed to major user departments in effort to control costs. Workers' comp costs typically exceed budget and are budgeted at \$4.5M in for an increase of \$1.1M and a targeted reduction of 15% of 3yr avg. costs.
- 9 \$3.1M increase in general fund support of existing debt service agreements
- \$300,000 decrease in subsidy to Assessor's Office due to estimated balance within Assessment Fund
- \$2.3M decline in gaming fund revenue appropriations to Capital Fund reflecting nearly 12% drop in gaming fund receipts

NON-DEPARTMENTAL

Selected Performance Measures





Division: 190 City Wide Accounts

Program: Ø

Department: Non-Departmental

Division Budget 190

MISSION & SERVICES

The City Wide Accounts include funding for general purpose items not specific to any one department. These include unemployment compensation, workers' compensation, various subsidies and lease debt payments.

In FY15, the Citywide Accounts workers compensation amount to decline \$3.2M with all but \$200k to be distributed to major user departments in effort to control costs. Workers' comp costs typically exceed budget and are budgeted at \$4.5M in for an increase of \$1.1M and a targeted reduction of 15% of 3yr avg. costs.

The budget contains a \$3.1M increase in general fund support of existing debt service agreements and a \$300,000 reduction in the subsidy to the Assessor's office due to the projection of a year end balance in the Assessment Fund

The Gaming Fund appropriation to the Capital Fund will decline \$2.3M. This reduction reflects a continuing decline in projected gaming revenues of nearly 12% in the last year.

EXPENDITURE CATEGORY	ACTUAL	BUDGET	BUDGET
	FY13	FY14	FY15
Personal Services	\$6,692,603	\$4,500,000	\$1,125,000
Materials and Supplies	0	0	0
Equipment, Lease, and Assets	1,600,000	1,600,000	950,000
Contractual and Other Services	2,688,476	2,827,000	2,222,000
Debt Service and Special Charges	27,101,901	33,192,061	36,318,258
	·	·-	
General Fund	\$38,082,980	\$42,119,061	\$40,615,258
Riverfront Gaming Fund	\$7,337,389	\$4,800,000	\$2,500,000
All Funds	\$45,420,369	\$46,919,061	\$43,115,258
FULL TIME POSITIONS			
General Fund	0.0	0.0	0.0
Other Funds	0.0	0.0	0.0
	·-	·	
All Funds	0.0	0.0	0.0

Division: 160 Convention and Tourism Fund

Program: Ø **Department:** Non-Departmental

Division Budget 160

MISSION & SERVICES

The Convention and Tourism Fund was established to foster and promote the City's convention and tourism industry. It is funded by a 1% tax on restaurant gross receipts. Expenditures from the fund are approved by members of the Convention and Tourism Board, which consists of the Mayor, Comptroller, and President of the Board of Alderman.

The FY15 appropriation consists of \$75k in continued support of the Sister Cities program and \$90k to Grand Center. The remaining \$5.9M is allocated to the general fund to offset debt service costs of the Convention Center.

EXPENDITURE CATEGORY	ACTUAL FY13	BUDGET FY14	BUDGET FY15
2 10 :	10	+0	
Personal Services	\$0	\$0	\$0
Materials and Supplies	0	0	0
Equipment, Lease, and Assets	0	0	0
Contractual and Other Services	5,180,000	5,535,000	6,065,000
Debt Service and Special Charges	0	0	0
Grant and Other Funds	\$5,180,000	\$5,535,000	\$6,065,000
General Fund	\$0	\$0	\$0
All Funds	\$5,180,000	\$5,535,000	\$6,065,000
FULL TIME POSITIONS			
General Fund	0.0	0.0	0.0
Other Funds	0.0	0.0	0.0
All Funds	0.0	0.0	0.0